Wow moment:
Animal experience

English text types		SPAG
Core text: The Sheep Pig – Dick King-Smith **Week 1:** Recounts; **Week 2:** Leaflets; **Week 3:** Poetry; **Week 4/5:** Dilemma stories; **Week 6:** Speeches.	Unit 1 Ready to write • Learn how to use expanded noun phrases to describe and specify. • Learning how to use both familiar and new punctuation correctly. • How the grammatical patterns in a sentence indicate its function as a question/ command/ exclamation/ statement. • Co-ordination (using or, and, or but). • Subordination (using when, if, that, or because). • Commas to separate items in a list. • Apostrophes for possession and contraction. • Learn how to use the present and past tenses correctly. Unit 2 Determiners • Use the forms a or an according to whether the next word begins with a consonant or a vowel.	Colon before a list e.g. What you need:

Maths	Tables and Mental Maths	MFL
Week 1-3: Place value **Week 4-6:** Addition and Subtraction	x2, x5 and x10 tables	Spanish - Unit 1 Yo (All about me) • Greetings • Introducing yourself

Science	Computing	PSHE
• Gathering, recording, classifying and presenting data in a variety of ways to help in answering questions. • Identify that animals, including humans, need the right types and amount of nutrition, and that they cannot make their own food; they get nutrition from what they eat. • Describe in simple terms how fossils are formed when things that have lived are trapped within rock. • Identify and describe the functions of different parts of flowering plants: roots, stem/trunk, leaves and flowers. • Investigate the way in which water is transported within plants. • Identify that humans and some other animals have skeletons and muscles for support, protection and movement. • Reporting on findings from enquiries, including oral and written explanations, displays or presentations of results and conclusions. • Recording findings using simple scientific language, drawings, labelled diagrams, keys, bar charts, and tables.	• Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. • Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. • Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. • Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	N/A
		RE
		• How do Hindus worship?

Geography	History	PE
• Use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs, and digital technologies.	N/A	• Comparing performances • Competitive games • Invasion games-Skittles • SAQ-Mini Gym

• Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.	

Art	D&T	Music
• To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay].	• Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.	N/A